

ThinkQuest District 27 & 29 Title II D Grant Work Plan

Completed by Mickie Quinn of Mighty Productions on February 4, 2010

Mighty Productions has prepared this portion of the Title II D Grant for 25 District 27 & 29 Middle and High Schools. Mickie Quinn will be working with Staff Developers and teachers through a 10-session training program, preparing them to serve as coaches to students that will create educational websites. Students will ultimately submit their websites to the ThinkQuest International Challenge.

Session	Date	Topic
1.1	23-Feb	Introduction & Overview
1.2	25-Feb	Project-Based Learning Guiding Partner Approach to Learning
2.1	9-Mar	Topics & Teams
2.2	11-Mar	Dreamweaver Part 1 Teaching the Internet's Mysteries
3.1	13-Apr	Good Ideas = Good Research
3.2	15-Apr	Idea Mapping & Project Management
1.1	17-Apr	Introduction & Overview
1.2	17-Apr	Project-Based Learning Guiding Partner Approach to Learning
2.1	24-Apr	Topics & Teams
2.2	24-Apr	Dreamweaver Part 1 Teaching the Internet's Mysteries
3.1	8-May	Good Ideas = Good Research
3.2	8-May	Idea Mapping Project Management
4.1	11-May	Fireworks Tutorial
4.2	13-May	Dreamweaver 2
5.1	18-May	Fireworks 2 Dreamweaver 3
5.2	20-May	Polishing & Uploading
4.1	22-May	Fireworks Tutorial
4.2	22-May	Dreamweaver 2
5.1	5-Jun	Fireworks 2 Dreamweaver 3
5.2	5-Jun	Polishing & Uploading

Session Breakdown	
Train the Trainers	Staff Developers get an overview of the ThinkQuest process, pedagogy, goals and implementation style. They review tutorials, support materials and discuss how to best support students, teachers and schools.
Session 1.1	Introduction <ul style="list-style-type: none"> • Introductions, History and Mission of ThinkQuest • Connecting ThinkQuest to Standards and Professional Goals • Review Manual, Calendar & Goals: Be successful in your 1st Year • Evaluate past sites with Rubric <ul style="list-style-type: none"> ○ Score sites ○ Write constructive criticism on projects ○ How to bring this assignment to the students. • Contest vs. Curriculum: matching goals through Standards <ul style="list-style-type: none"> ○ Look at Reading & Writing ELA Standards ○ Choose one Standard for respective grade and write how a ThinkQuest project will support it. • Discuss Self-Assessment Strategies
Session 1.2	Project Based Learning <ul style="list-style-type: none"> • Engaging Learning through Constructivism • Read articles and discuss philosophies and practices. • Create a project-based lesson to introduce students to THINKQUEST. <ul style="list-style-type: none"> ○ Review hand-out sheets to guide student discussion on topics that interest them in and out of the classroom. • Managing the Project: tips, tools and support • Exploring Engaging Topic Ideas Guiding Partner Approach to Learning <ul style="list-style-type: none"> • Discuss teams, the role of teacher as coach • How to disseminate technical information through students • How to explore new technologies • Student as teacher • Teacher as student
Session 2.1	Topics & Teams <ul style="list-style-type: none"> • How to divide classroom into functioning teams • Forming Successful Team <ul style="list-style-type: none"> ○ Review team-building activities and how students can discuss responsibilities, writing contracts with their teammates and setting written goals for themselves. ○ Discuss roles and delegating responsibilities

	<ul style="list-style-type: none"> ○ Create team check-in sheets • Brainstorming topic ideas <ul style="list-style-type: none"> ○ Participate in a brain-storming activity that explores topics both in and out of the curriculum ○ Answer Guiding Questions to flesh out topic ideas • How to develop ideas that are manageable, engaging and support the curriculum
Session 2.2	<p>Dreamweaver Part 1</p> <ul style="list-style-type: none"> • Introduce Dreamweaver, its interface and tools. • Create a 3-page website with images, links and tables. <p>Teaching the Internet's Mysteries</p> <ul style="list-style-type: none"> • De-mystify how sites go from computer to server to browser and how to troubleshoot problems • Create a lesson to teach these principles to students • Web design dictionary: what all those terms really mean • Have students create computer flash cards or posters • Preparing and organizing the technology and process
Session 3.1	<p>Topics & Starting Research</p> <ul style="list-style-type: none"> • What makes it a 'good' idea? <ul style="list-style-type: none"> ○ Dissect topic and find it's 'interesting' elements • Making fun topics educational <ul style="list-style-type: none"> ○ What can be taught through (baseball, music, fashion, etc)? ○ Have students find educational elements in their outside interests • Making educational topics fun <ul style="list-style-type: none"> ○ What are compelling topics within the curriculum? ○ Have students discuss areas they'd like to know more about <p>Good Ideas that will Scaffold Research</p> <ul style="list-style-type: none"> • How to develop questions for research <ul style="list-style-type: none"> ○ Write questions to find answers to at the library or on-line resources ○ Have students share their answers with teammates and discuss possible directions to steer their topic ○ Develop a new set of questions to divide amongst team
Session 3.2	<p>Idea Mapping & Project Management</p> <ul style="list-style-type: none"> • Breaking out the topic into sections <ul style="list-style-type: none"> ○ Use graphic outlining method to organize information into sections • Using Inspiration to organize ideas <ul style="list-style-type: none"> ○ Reproduce outline on computer to save and expand upon • Turning those sections into web pages

	<ul style="list-style-type: none"> • Taking the website from concept through completion • Creating a timeline <ul style="list-style-type: none"> ◦ Have students set their own production deadlines • Setting up organizational tools
Session 4.1	Fireworks <ul style="list-style-type: none"> • Introduction to the tools & interface • Basic image creation • Adding effects • Working with layers • Create a button graphic
Session 4.2	Dreamweaver 2 <ul style="list-style-type: none"> • Designing with Tables • Using graph paper to ‘design’ your site <ul style="list-style-type: none"> ◦ Have students create a ‘look’ for their site on paper • Using the tutorial, create a template with Dreamweaver and insert buttons
Session 5.1	Fireworks 2 & Dreamweaver 3 <ul style="list-style-type: none"> • Create more buttons • Create title graphic • Resize photographs • Insert buttons and images into Dreamweaver • Create links • Create multiple pages from template page
Session 5.2	Polishing & Uploading <ul style="list-style-type: none"> • Have students proofread and edit each other’s sites • Upload & Test pages, images, etc. Tech Support <ul style="list-style-type: none"> • How to troubleshoot and when to ask for help Sharing Our Success <ul style="list-style-type: none"> • Reflection <ul style="list-style-type: none"> ◦ Students write about their experience, frustrations, process, what they’ve learned, how they’ve grown and what they contributed to their site Evaluating the Product, the Process & the Competition <ul style="list-style-type: none"> • Using the Judging Rubric and Evaluation Criteria <ul style="list-style-type: none"> ◦ Students ‘judge’ each other’s sites • Peer Review <ul style="list-style-type: none"> ◦ Students give critiques to other classmates’ projects ◦ Students review how well their own team worked together • Celebration & Recognition